

Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. 3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archiver Director, NACDND and a member of TDA, IFWDS and the PDRG. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now in progress, rating systems, and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, except for Ruritania and the L&S zines, missing unimagined originals are solicited, either for purchase or a loan to permit xeroxing. (See the last quarterly archives listing in Hoosier Archives #53 for zines needed.) Many original spares are now available from the archives and more are solicited so as to make them available to others. A subscription to Hoosier Archives is 15/\$2.00 or 7/\$1.00; back issues are available for a stamp apiece. Ask for issue #55 to get a list of all articles through #58. This is Albatross Press publication #67.



INTO THE ARCHIVES NO. 25

Except for some of Edi Birnba's ideas on the openings, we feel that the following article is one of the most original pieces of work to come our way in a long time. With this article, Doug Meyerlein may do much to restore tactics to its very important place in Diplomacy. The sixth tactic, especially, is a real brainstorm. I hope Gh's don't take Doug's advice and outlaw it!

TACTICS: DIPLOMACY'S FORGOTTEN CHILD by Douglas Meyerlein

The game of Diplomacy may be divided into three levels of play. Traditionally, these were diplomacy, strategy, and tactics. Ever since players began voicing their ideas on what are the best methods of play to win, they have concentrated solely on the diplomacy and strategy levels of the game. In fact, at one time the idea of tactics playing an important part in determining the outcome of a game was considered counter to the spirit of Diplomacy. This sentiment is changing, but no one (outside of the Rulebook) to my knowledge has yet set down in print some of the tactical advantages a player may use. Hopefully, this article will be a small beginning in this direction.

Tactics play a very important part in Diplomacy and must be as well understood as the diplomacy and strategy which define the scope of the tactics to be used. As tactics must by definition change according to each individual situation, it is difficult to generalize. However, there are some standard uses which arise frequently and which I will consent on.

The self stand-off involves two or more units attacking the same unoccupied province, none with support. This will prevent an opposing non-supported unit from gaining the province and yet allow for each unit to remain in its original province, e.g., France: A Bur-Mar, A Spa-Mar; Italy: A Pie-Mar or hold. France will keep Marseilles open for a build, assuming it is a fall turn, whether or not the Italian A Piedmont attacks Marseilles.

Supported attack against a unit of the same country is used when a unit must attack to cut support and yet may be attacked by an opposing supported attack. This will result in a stand-off between the two opposing supported attacks with the lone unit in the middle unprotected and able to cut the support of an adjacent attack, e.g., Germany: A Mun-Sil, A Ruhr-Mun, A Boh & A Rie (S) A Ruhr-Mun; Austria: A Sil (S) A Gal-War, A Tyr-Mun, A Boh (S) A Tyr-Mun. The German A Munich will cut Austrian A Silesia's support and Germany will keep Munich even if Austria attacks Munich with A Silesia supported by A Bohemia and A Tyrolia.

Offensive units are units which are adjacent to more than one opposing unit and which will probably be attacked. Most likely, any support given will be cut and therefore defensive units should attack enemy positions supported by defensive units.

Defensive units are usually adjacent to only one opposing unit and therefore their support cannot be cut. An example of offensive and defensive units: Germany: A Bur-Mun, A Ruhr-Mun (S) A Munich; France: A Pie (S), A Mar-Mun, A Par (S) A Mar-Mun. Germany's

Burgundy is an offensive unit while the others are defensive units. The use of the concept of offensive and defensive units is most important on a fall turn when the gain of a supply center and a build is more important many times than a good position in a non-supply center province, like Burgundy in the above example.

The above four tactics are rather common knowledge among good players. However, the following tactic is so subtle that I am not sure if any other player knows of it. It is conditional moves based on no moves received from an opposing player by the game master. And it works as follows: an opposing country, A, has a retreat or build which must be made before the next Spring or Fall season. The game master, to keep the game moving on schedule, asks that the other players send in conditional orders based on where Player A makes his retreat or build and makes the retreat or build and the following Spring or Fall season's orders due on the same deadline date. Conditional orders may be based on no retreat (thus annihilation of the retreating unit) or no build. Probably over 90% of these no retreat/build cases result from Player A missing the deadline and not only not sending in any retreat or build, but also obviously not sending in any orders for the following season of movement. Therefore, Player B, if fighting Player A, when faced with this situation, sends in to the game master one of more sets of orders based on the actual retreat or build options and a special set of orders for no retreat or no build. The special set of orders is all offensive oriented to capitalize on Player A's units standing in civil disorder. If even just used once in a game, it has the potential to destroy the opposition's position. This tactic sent me on to win 1968AN when George Grayson's Turkey missed a retreat and the following Fall 1968 moves as my England grabbed both Warsaw and Sevastopol from Turkey based on my special set of orders. Perhaps the great success of this tactic is due to its subtlety and the fact that it is only used when an opposing player misses the critical retreat/build and following moves. Even then, a player may not know why his opposition was so successful during his ill-timed absence.

Although I have enjoyed great success with this tactic, I think that it is unfair and too great an advantage for its user. Game masters should eliminate its practice and can easily do so by allowing a completely separate deadline for Fall builds (Winter), Spring (Summer) and Fall (Autumn) retreats to physically separate them from the Spring and Fall moves. This would eliminate conditional orders and any possible use of this tactic.

In summary, I have only taken a brief look at tactics and their possible uses. Hopefully, in the future tactics will command great respect even if the name of the game is Diplomacy.

VISIT FROM THE ARCHIVES NO. 3

After the trips to San Diego and Youngstown, I finally got a chance to visit some Diplomats in my own front yard. It was even courtesy of Uncle Sam since I did the first half of my Naval Reserve training at Great Lakes this year.

The place of my visit was, of course, Chicago. In fact, my "visit" was actually two visits in one. The first evening consisted of a visit to the weekly meeting of the Chicago wargamers. I felt like I was in a war, too, after braving Chicago traffic! It is fast catching up to the delights of New York City and Philly. Anyway, after wandering around the E. of Illinois Circle City Center for awhile, I finally found the room the meeting was held in. God, they don't call it the Windy City for nothing.

Although Great Lakes doesn't have any commissioned ships any more, I immediately found myself surrounded by ships. A naval miniatures battle was going on. The next hurdle was to find Len Iakovka. He was hiding incognito. Success prevailed, however, and I found he really didn't breathe fire after all! Also in attendance was Larry Blandin, an up-and-coming Diplomacy enthusiast, who along with Len will make DIPCON V a huge success if anyone can. The plans they have for that thing. You would not believe!

After everyone was duly photographed for the archives, we finished off the evening with a round of pizza and beer at a local Rathskeller. It was a very enjoyable evening and I'm looking forward to seeing both Len and Larry again in July. I must add one postscript. Though, although I managed to find my way down to the campus all by myself, Larry and I had

on the way back. Didn't think I'd let that pass, now did you, Larry??

My second visit took place the next evening. This time I didn't have to brave downtown Chicago traffic, but then Evanston isn't like Lebanon either! My destination this time was a meeting with one of the most feared of all contemporary Dippy players, Randy Eytwerk. Before ringing the buzzer at the home of that devious Dutchman, I put on my special jacket, the one with the leather back!

Randy turned out to be a nice guy, too, however. On visiting a Dutchman, you naturally have to have beer, and not being adverse to that beverage myself (I must have counted my yearly quota this week!), we crossed the city limit to hoist a few. The hold of the ship, however, has not quite been broken yet! Keep working on it, Randy.

Anyway, Randy and I had a great time discussing the Diplomacy scene in general and he even filled me in on the Great Ver Floeg Stab that Len had chortled about the evening before. Brent, how could you do that to a fellow Dutchman, and especially an innocent and trusting guy like Randy?? Ah well, I had a great time getting the low down on all the Diplomacy players that Randy had "known and loved" and I was sad to hear that he would not be able to attend DIPCON V this summer. Before I left I got a picture of Randy, too. He wanted to come with his knife, but I suggested that a disguise (as a normal sane and sensible person) would be better.

RECENTLY COMPLETED GAMES

The following 10 games are added to the Calhauer Point Count Rating List appearing below. This brings the total games rated to 196. The winner, his country, and the wine the game was finished in appear after the applicable boardman number. Multiple names after the game number indicate a draw.

<u>Boardman Number</u>	<u>Winner</u>	<u>Country</u>	<u>Wine</u>
196825	Lewis Pulispher	France	stTab
196808	Edi Miran	England	The Voice
	Larry St. Cyr	Turkey	
196735	Randy Eytwerk	Turkey	Ragnarok
196733	Jack Fleming	Turkey	The Diplomat
196697	Rich Rubin	Turkey	The Diplomat
196690	Jeff Fower	England	SaxenDip
196687	Ken Dorecki	Germany	Liaisons Dangereuses
196982	Lewis Pulispher	Austria	Liaisons Dangereuses
	Henry Krigsmann	England	
	Ken Valentine	Turkey	
196621	Brenton Ver Floeg	England	Diplophobia
196601	Peter Rosamilia	Austria	Diplophobia

CALHAUER POINT COUNT RATING LIST (196)

<u>Country</u>	<u>2</u>	<u>1</u>	<u>30</u>	<u>40</u>	<u>50</u>	<u>60</u>	<u>Total</u>
Austria	30	4	1	2	3	1	4123
England	34	5	5	3	5	1	4805
France	26	3	4	4	6	1	3812
Germany	22	0	4	3	4	1	2943
Italy	19	2	2	0	3	1	2586
Japan	15	4	1	4	4	1	1916
Spain	12	0	1	4	5	0	1720
Total	169	9	6	5	6	1	196

196735	Edi Miran	5122	Eugene Froemite	5100	Charles Guntar
196733	Randy Eytwerk	5134	Andrew Phillips	5100	Larry Rosamilia
196697	Rich Rubin	5122	Doug Meyerlein	4940	Hal Hall

1:10	Dave Leblin	1:42	Dan Barrows	1:00	(cont.)
1:11	Mike Goldstein		David Johnston		Rich Rubin
1:00	John Koning	1:32	Don Barman		John Shutehook
	Wally Tretick	1:30	Robert Johnson		Bob Strayer
	Charles Wells		James Latimer		Russel Tulp
	Monte Zelazny	1:25	Edward Halle		Bob Ward
1:50	Peter Rosalia	1:15	Alan Huff		Malcolm Watson
1:17	Larry St. Cyr	1:12	Hugh Anderson	0:45	Jeff Wolfe
	Conrad von Metzke	1:00	Peter Ansoff	0:30	Norman Linkhan
1:02	Bob Walker		Sharon Leier		
1:00	Fred Lytwark		Stephen Lohker	0:24	Terry Kuch
	James Bygert		Ken Borecki		Rick Brooks
	Thomas Miller		Walter Buchanan		Ken Davidson
	Ken Miller		Ron Delbringge	0:20	Gerald White
	Derek Nelson		Jon Everson		Henry Krigbaum
1:55	Larry Leary		Jack Fleming		Len Lakofka
1:37	George Schels		Margaret Gemignani		Ken Levinson
1:32	John McCallum		George Grayson		Robert Madelman
			Jack Greene		Joseph Stockmar
1:30	Ed Sandergrass		Glen Hertz	0:15	Ken Valentine
1:10	Lewis Pulsipher		George Inzer		Chris Wagner
	Charles Reinsel		Gary Jones		
1:11	Mehran Thomson		Kurt Krey		Chuck Carey
1:00	Robert Katsive		David Lindsay		Thomas Holoday
	Jeff Key		James Mackenzie		Russ Jones
	Richard Miller		David May		Don Morin
	Jeff Power		James Munroe	0:12	Cliff Ollila
	Brenton Ver Ploeg		Mark Nyderak		Charles Welsh
1:05	Frank Clark		Brad Payne		
	Danks Nebane		Harold Peck		Brian Bailey
			Bruce Pels		Sid Cochran
			Hank Reinhardt		C.L. DeWitt
			Tom Rosenbaum		George Heap
					Sherry Heap
					J. Ted Holcombe
					Oktay Oztunali

The Boardman Numbers for the games rated above are as follows:

- 1963: 1
 1964: A-I, J
 1965: A-I, K-O, Q-W
 1966: A-F, H-I, K-O, R, T, Z-AC, AF, AG-AI, AK-AM, AO, AQ, AS-AV, AZ, BB, BD, BI-BO
 1967: B, E, H-J, M-P, T-W, Y-AA, AC, AF-AH, AJ-AL, AO-AU, AW, BA-BC
 1968: C-O, R-T, V-Z, AB-AC, AE, AG-AJ, AL, AN-AO, AV, AX-AY, BB-BC, BS-BU, BY-CB, CF, CH-CH, CP-CL
 1969: D, H-K, K-P, R, T-U, X, AB-AC, AK, AY, BA, BI, BI, BK, BO, BQ, BW, BY-CL, CE, CK-CL
 1970: A, B, C, D, E, F, G, AF-AH, BQ

It is interesting to observe how much Turkey gained on Russia this time, i.e., taking over a third of the 10 points added, while Russia remained static, matched only by Italy in this regard. Also, by adding the points England gained, these 2 countries garnered two-thirds of the total, seeming to confirm the strength of these 2 corner powers. However, Austria, the "Diplomacy sickman of Europe," came in a surprising third.

Outside of Ed Miran increasing his lead over John Smythe, the main changes were that the following players joined the select multiple win club: Lewis Pulsipher, Jeff Power, and Brenton Ver Ploeg. Peter Rosalia, Larry St. Cyr, and Fandy Lytwark also recorded their

ARCHIVES PUBLISHERS POLL NO. 2

TOP BOARD	S	N	SECOND BOARD	S	N
1. Ed Birsan (6)	224	36	8. Randy Bytwerk (1)	93	9
2. John Smythe (6)	204	13	9. Thomas Miller	76	8
3. Brenton Van Ploeg (2)	178	15	10. Larry Peery	67	21
4. Eugene Prosnitz	136	12	11. Hal Maus	60	13
5. Ed Walker (1)	115	13	12. Rick Brooke	56	9
6. Andy Phillips	111	14	13. John McCallum	52	7
7. Long Beyerlein	103	12	14. Buddy Trettick	41	5

Players with 30 points or more: Buchanan, Key, Lakofka, Pulsipher, von Metake.

Notes: S means the score or total points tabulated from the ballots, N means the number of ballots listing the player's name on the top board or the second board. Scoring is figured on the following basis: 20 points for 1st place, 17 for 2nd, 15 for 3rd, 13 for 4th, 11 for 5th, 9 for 6th, 8 for 7th, etc.

A total of 17 ballots were cast, or about 40% of those eligible. Those casting ballots were: Roberts, Beyerlein, Birsan, Borecki, Buchanan, Holcombe, Just (1), Lattelle, Lakofka, McCallum, Maus, Peery, Pulsipher, Van Andel, Van Ploeg, Walker, and Weber. The number in parentheses is the number of first-place votes cast for those players.

A few comments about this poll as compared to the last poll might be in order. Ed Birsan edged out John Smythe for 1st place although the two remain fairly close. It is also interesting to note that these two players for the moment seem to be dominating the bridge scene as the two players with the most units.

Brenton Van Ploeg maintained his third-place position and point wise is closing the gap. There were no other major changes in the Top Board except that Long Beyerlein edged out Hal Maus to place there. Also, everyone seemed to be closing the point gap on the leaders.

There was some shuffling in the Second Board, the major change being that Lewis Pulsipher lost his position there and Buddy Trettick replaced Len Lakofka. Also, Randy Bytwerk moved to the top, maybe as a result of his recent win and first place in the latest Brod-Singray Rating List.

Incidentally, it will be interesting to note if John McCallum's long awaited chess-type rating system has any effect on the next APP. I received it in Pfennig-Railpfennig #4 over two weeks ago and believe that this is the best Diplomacy rating system ever devised. I would urge all of you that have not already done so to send John \$1.00 for a sub to Pfennig-Railpfennig at PO Box 52, Ralston, Alberta, Canada. You will get more original thinking for your money from John than from anyone else in the hobby. I cannot recommend his work highly enough.

A ballot for the 3rd APP follows. Please detach (or use a separate sheet if you prefer) and return it by 30 June 1972. All GM/Publishers and those running a rating system are eligible. Also, note that you can vote for players who don't play in your zone. However, all players must be currently active and incomplete ballots will be disregarded. Results will be printed in Gossier Archives and any other Diplomacy zine, the publisher of which has voted in this poll and wishes to publish the results.

ARCHIVES PUBLISHERS POLL (APP)

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|-----------|-----------|
| 1. _____ | 5. _____ |
| 2. _____ | 6. _____ |
| 3. _____ | 7. _____ |
| 4. _____ | 8. _____ |
| 9. _____ | 11. _____ |
| 10. _____ | 12. _____ |
| 13. _____ | 14. _____ |
| 15. _____ | 16. _____ |